

## PSX Rock Raiders – Tasks Remaining

- Slugs attacking vehicles
- Health rings – improve
- Vehicle collision with creatures
- Rock monster stomps the floor – dislodge minifigures
- Sleeping slugs – awaken on proximity
- Tidy up clipping
- Lose power shield – next ‘go’. What happens here
- Wad load – speed up CD loading – reduce long periods of blank screens
- Tidy up interface
- Reward / progress screen
- Scoring system
- Level progression – next level to go to after each level completed
- Piracy screen
- Language select
- Language translation
- Between level animations
- Credits screen
- Sound FX
- Music tracks
- Level design
- Bug fixing